

021106T4ADM
ANIMATION AND DIGITAL MEDIA LEVEL 6
MD/OS/AN/CR/04/6/A
DESIGN ANIMATION CHARACTER(S)
July/Aug 2024



**TVET CURRICULUM DEVELOPMENT, ASSESSMENT AND CERTIFICATION
COUNCIL (TVET CDACC)**

WRITTEN ASSESSMENT

TIME: 3 HOURS

INSTRUCTIONS TO CANDIDATE

1. This paper consists of two sections; **A** and **B**
2. Answer **ALL** the question as guided in each section
3. Marks for each question are as indicated in the brackets
4. You are provided with a separate answer booklet to answer the questions
5. Do not write in this question paper

*This paper consists of **THREE (3)** printed pages
Candidates should check the question paper to ascertain that all pages are printed as indicated
and that no questions are missing*

SECTION A: (40 MARKS)

Attempt ALL questions in this section

1. Mateo is working for Ogapa Studios as an animator and is creating a 2D animation advertisement. Outline FOUR reasons why an animation character script is analyzed before beginning the design process. (4 Marks)
2. You have been tasked to design an animation character for XYZ studios. State FOUR factors that would determine the animation design theme and style. (4 Marks)
3. Animation design and character theme are intricately connected, working together to create a cohesive and engaging animated piece. List THREE differences between animation design theme and character theme. (3 Marks)
4. Selecting appropriate character colors is crucial for character design. Identify FOUR key factors to consider when choosing these colors. (4 Marks)
5. Main character poses are foundational in character design. Provide THREE reasons for drawing a main character pose before creating other poses. (3 Marks)
6. A and T poses are essential in character modelling. Give TWO differences between A and T poses in character design. (2 marks)
7. Facial expressions are important in creating believable and engaging characters. Mention FOUR roles of facial expressions in character animation. (4 Marks)
8. A character bible is used as a reference guide when getting information about a character in a story. Outline FOUR elements to consider when designing characters according to the character bible. (4 Marks)
9. A trainer in Jiendeleze College was giving a lesson on solid shapes and skeletons. Provide FOUR reasons for drawing solid shapes over skeletons. (4 Marks)
10. Turn arounds and blue prints contribute to the efficiency and quality of the animation process. State FOUR reasons for creating character turn arounds and blue prints. (4 Marks)

11. Skeleton pose sketches serve as blueprints for the character's movement and form. Enumerate FOUR steps involved in sketching skeleton poses. (4 Marks)

- b) Describe FOUR techniques to communicate different emotions in your character design.
(8 Marks)
- c) Body language plays a crucial role in non-verbal communication. Explain FOUR ways a character's body language can be used to tell a story or enhance the narrative.
(8 Marks)

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